**About Immerged:**
Immerged is a metaverse/web3 company that has recently partnered with Meta, HTC, Microsoft, and ByteDance to launch work productivity and metaverse collaboration software for the latest AR/VR devices. We are looking for passionate UI/UX designers who want to create the future of the web! See how our app works [here](#).

**Recommended Background**
- Experience in a 3D software package (Blender, Maya, 3D Studio MAX, Unity, MRTK3, or similar) for pre-visualization 3D UX/UI experience would be an advantage.
- 4+ years UI/UX experience as part of a professional team, with the End-To-End product design cycle.
- Strong knowledge of UI design tools such as Figma, Adobe XD, Sketch.
- Experience in prototyping and validating ideas through user testing.
- Knowledge of AR/VR best practices.
- Experience designing for Virtual Reality and augmented reality devices.
- A portfolio of work, of which you can talk through the design and implementation process.
- Excellent communication and presentation skills with a strong ability to express ideas and reasoning to key stakeholders and the team.
- Technically minded and have the ability to communicate and support other disciplines in the team. Methodical and have a systematic approach to problem-solving.
- Self-organized, self-motivated, hands-on and confident in designing at every stage of the project.